



Australian Government

PCT/AU2004/001649

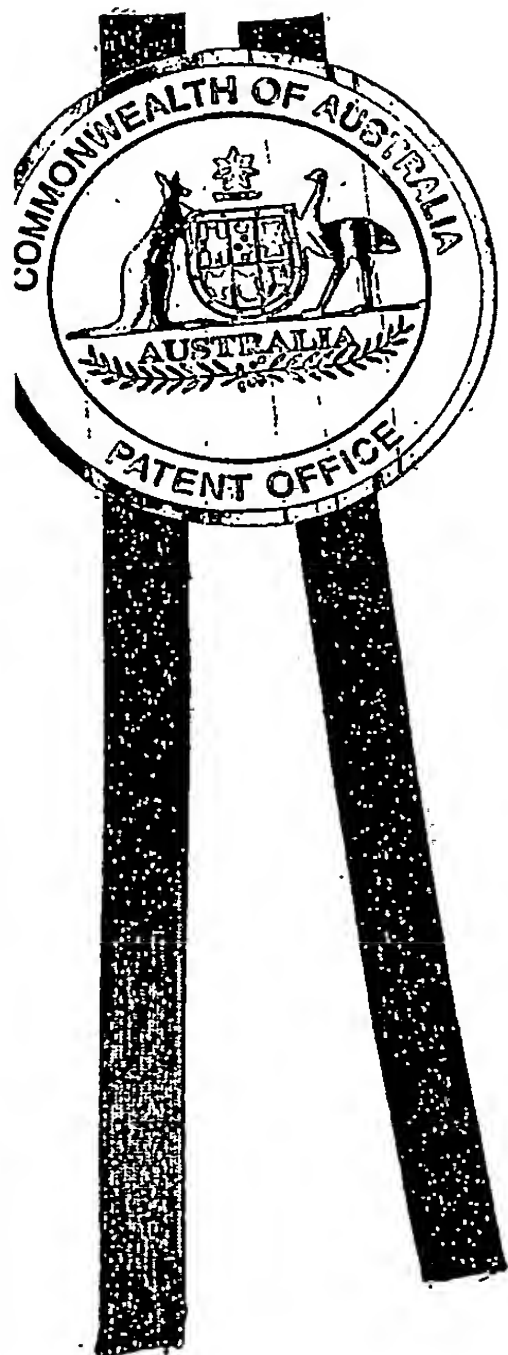
Patent Office
Canberra

I, LEANNE MYNOTT, MANAGER EXAMINATION SUPPORT AND SALES hereby certify that annexed is a true copy of the Provisional specification in connection with Application No. 2003906568 for a patent by MARIO CASTLELLANI as filed on 28 November 2003.

WITNESS my hand this
Fourteenth day of December 2004

A handwritten signature in black ink, appearing to be 'L. Mynott'.

LEANNE MYNOTT
MANAGER EXAMINATION SUPPORT
AND SALES



BEST AVAILABLE COPY

ELECTRONIC GAME

ELECTRONIC GAME FOR COMPUTER OR SLOT MACHINE

BACKGROUND

5 The present invention relates to electronic games of chance adapted for playing on a slot machine, computer or other communications device and more particularly relates to a game in which an array of symbols forming at least one pay line are created from an object of predetermined shape such as but not limited to a pentagon, cube or the like. More particularly the present invention discloses an electronic game which is initiated
10 with a presentation of an object on a display and which is permanently or temporarily developed into a series of pay lines available on a wager by a player. The invention further provides an electronic game in which a predetermined three dimensional shaped object morphs into an array of symbols which form at least one pay line on which a player may make a wager, and wherein a win is determined with reference to pay /win
15 tables.

PRIOR ART

The electronic game industry has been expanding at a rapid rate due in particular to the rapid expansion of the internet and land based gaming and also the ease of access to such
20 facilities as electronic games of chance that the internet makes widely accessible provides. This has spawned a growing demand for games for pure entertainment or for gaming as a result of which there has been a wide variety of games produced.

The challenge in the electronic game industry is to create games which are novel,
25 will satisfy the community demand for entertainment and particularly in line readily accessible internet entertainment and with the requisite level of intellectual stimulation, free games, bet returns and consumer interest. To attract consumers to play slot, computer and internet games, game creators have incorporated multiple pay lines, rewards, bonuses such as bonus and feature games and the like into the games. Bonuses and rewards may
30 be awarded in a variety of ways such as but not limited to choosing symbols and betting

on combinations which are then compared to a pay or win table. Alternatively, a win may be achieved with reference to one or more pay lines.

INVENTION

5 The present invention seeks to provide a novel alternative to the known electronic games of chance and which is suitable for playing on a computer, the internet, communications device and /or slot machine including gaming machines. More particularly the invention provides an interactive electronic game in which a participant may interact by placing wagers on a random outcome of the game for entertainment or material gain. The game in
10 all its forms provides a player with a wide variety of options within the game framework and may be played on a personal computer, gaming or slot machine or other communications device capable of accessing the internet.

More particularly the invention provides an electronic novelty game of chance in which a
15 three dimensional object which may be of a geometric shape is presented to a player. The object may initially have symbols on exposed surfaces or concealed within the object. When a player initiates game play, the three dimensional object shape carrying the symbols morphs (change) from three dimensions to a two dimensional arrays of pay lines. The number of pay lines may be determined by the number of faces presented by
20 the three dimensional object prior to spinning morphing to two dimensions.

In one broad form the present invention comprises; an electronic game for interactive play on a screen of a slot machine, gaming machine, computer or the like wherein the game comprises a display including a three dimensional object having a plurality of icons
25 and /or, symbols and /or, numbers or the like, displayed on a surface of said object; wherein upon initiation of the game, said object morphs into rows and/or columns to form a predetermined two dimensional shaped display such as a square, rectangle, triangle or irregular shape, wherein each said rows includes one or more said symbols, letters, icons, numbers, whereupon, a player may make a wager on the outcome of a
30 number of pa lines presented in two dimensions. one or more said pay lines.

Said one or more columns and / or rows are created in a generally vertical or horizontal plane responsive to morphing from the three dimensional object. To the two dimensional rows and columns.

5 At the completion of morphing a player is presented with a random array of symbols or combination of said symbols, letters, numbers, icons, the combination being compared to a predetermined pay or win table or data base to determine the outcome of said game.

10 According to one embodiment, the two dimensional screen display comprises one horizontal row and one vertical row. In another embodiment, the screen display comprises at least two horizontal rows and at least one vertical rows with each row comprising three symbols and / or numbers. . A random display of symbols and /or numbers results from the morphing of said three dimensional object.

In a broad form of the method aspect the present invention comprises;

15 a method for playing an electronic game displayed on a screen of a slot machine, computer or the like; the game comprising a screen display initially comprising at least one object displayed in three dimensions having at least two exposed faces each bearing game symbols, icons numbers or the like;

the method comprising the steps of

- 20 a) initiating play of a primary game
b) allowing a player to wager on an outcome of the game
c) causing the three dimensional object to morph so that all faces of said three dimensional object are displayed on the screen in two dimensions;
d) awarding a result according to a predetermined pay table.

25

A method of playing an electronic game, comprising the steps of:

- a) providing a screen display comprising at least one three dimensional object having a plurality of faces;
b) making a wager on an outcome;
30 c) effecting a spin command to cause one or more said objects to alter its shape to an extent that each said at least one object forms rows and /or columns;

- d) providing at least one pay line for a player from said rows and /or columns formed by a changing state of said at least one object.

5 According to a preferred embodiment, the rows and /or columns are displayed in two dimensions and represent a developed view of the corresponding three dimensional object in the initial display.

After the spin command which sets in train a morphing of the at least one three dimensional objects to the two dimensional rows and /or columns symbols, icons, numbers or the like are randomly displayed in two dimensions.

10

At the conclusion of said spinning to form the rows and /or columns a player wager is compared to a predetermined pay or win table or data base and a payout is determined depending upon a comparison between the random symbol, icon or number or a combination of said symbols, numbers, icons, and the pay table to determine a game result.

15

In another broad form of the method aspect, the present invention comprises; a method of playing an electronic game on a slot machine gaming machine, computer or the like; wherein the method comprises the steps of,

20

a) presenting on a screen in three dimensions an object having a plurality of faces which each include a symbol, icon, number or the like;

b) making a wager on an outcome of the game;

c) effecting a spin command to cause one or more said objects responsive to said spin command to form a plurality of two dimensional rows and /or columns;

25

d) allowing said objects to spin to a halt such that rows and columns of random symbols, icons, numbers or the like are displayed in two dimensions such that the number of symbols in the rows and columns corresponds to the number of faces (hidden or exposed) on a corresponding three dimensional object.

In a broad form of an apparatus aspect the present invention comprises;

30

an electronic game displayed on a screen of a slot machine, computer or the like; the game comprising a screen display initially comprising at least one object in three

dimensions each having at least two exposed faces each bearing a game symbol, icon number/s or the like;

wherein, when a player initiates game play the at least one three dimensional object morphs so that all faces of said three dimensional object/s are displayed on the screen in two dimensions.

According to a preferred embodiment a player receives an award according to a predetermined pay table after a wager on said at least one three dimensional object.

According to a preferred embodiment, the faces of the three dimensional object/s are displayed in at least one row and /or columns.

According to a preferred embodiment a plurality of icons, symbols, numbers or the like, are displayed in a plurality of faces which collectively form a three dimensional object displayed on a screen. For example one 3D object might be a pentagon and another a cube. Each 3D object has the capacity to morph or develop into rows and columns in two dimensions wherein said rows and columns include one or more said symbols, icons, numbers, wherein each said icons, symbols, numbers in the rows or columns provide pay lines for a player.

According to a preferred embodiment, when a spin command is executed, each symbol, icon is initially provided on a three dimensional shape such as but not limited to a cube, polygon or the like and when a spin has completed each of the three dimensional shapes assume a two dimensional developed configuration displaying symbols on each face of the object.

In another broad form the present invention comprises;
an interactive electronic game for display on a screen of a slot machine, gaming machine or computer; the game display comprising in three dimensions at least one object which when a spin command is executed by a player morph into 2D rows and /or columns formed by faces of the objects, each said faces carrying randomly displayed symbols, icons, numbers or the like.

When spinning stops symbols are displayed randomly and may be compared to a pay or win table or data base thereby providing an outcome for said game.

In another broad form the present invention comprises:

- 5 an interactive game for playing on an electronic device such as a computer gaming machine or the like: the game comprising a first screen which displays a three dimensional shape having a plurality of concealed and revealed faces, wherein the three dimensional shape morphs into a two dimensional display on a second screen, such that all said concealed and revealed faces are displayed on the second screen display in a
- 10 plurality of parallel and/or intersecting rows and columns; wherein each said faces include at least one symbol, icon, letter or numbers disposed in; whereupon an outcome of the game may be determined by a comparison between a random display of symbols, icons, letters or numbers of said random display with a pay or win table; wherein a participant may make a wager on the random outcome.

15

In its broadest form the present invention comprises:

an electronic game for playing on an electronic device such as a slot machine, computer or the like:

- 20 the game comprising three dimensional objects which are capable of morphing into two dimensional rows and /or columns upon execution of a spin command.

The three dimensional objects may morph into a plurality of parallel and/or intersecting rows and columns; wherein the rows and columns are made up of faces of the three dimensional objects. A participant may make a wager on a random outcome according to

- 25 pay lines formed when the three dimensional objects morph into two dimensions.

According to one embodiment, the game described herein may be adapted as a multi hand game option in which three dimensional objects which are capable of morphing into two dimensional rows and /or columns upon execution of a spin command.

30

DETAILED DESCRIPTION

The present invention will now be described in more detail according to preferred but non limiting embodiment and with reference to the accompanying illustrations wherein:

Figure 1 shows an elevation view of a screen display of a developed cube having six displayed faces and letter symbols;

5 Figure 2 shows an elevation view of a screen display of a developed pentagon having 17 displayed faces and letter symbols;

Referring to figure 1 there is shown a two dimensional display 1 comprising a first row 2, and intersecting first column 3. Row 2 is formed from panels AKAQ and column is
10 formed from panels AKS. Each panel represents a face of a three dimensional cube which develops or unfolds to form display 1 upon initiation of a game play.

Each of panels AKAQ and AKS include a variety of game symbols, numbers, icons or the like which are randomly displayed after initiation of game play. In the example shown
15 in figure 1 the game commences with a cube displayed on an electronic display.

This novel interactive alternative to the known electronic games of chance is suitable for playing on a computer, the internet, communications device and /or slot machine including gaming machines. A game participant may interact by placing wagers on a
20 random outcome of the game for entertainment or material gain. The game in all its forms provides a player with a wide variety of options within the game framework and may be played on a personal computer, gaming or slot machine or other communications device capable of accessing the internet. The game of chance commences with a three dimensional object which is preferably cubic, prismic or polygonal. In fact virtually any
25 three dimensional shape can be presented to a player to initiate the game. The initial display may include one or a plurality of three dimensional objects. The selected three dimensional object displays symbols, icons numbers or the like on exposed or concealed surfaces. within the object. In the case of a cube three surfaces would normally be exposed to view and three concealed from view. When a player initiates game play, the
30 three dimensional object shape carrying the symbols morphs (change) from three dimensions to the two dimensional display as shown in figure 1. The number of pay lines

may be determined by the number of faces presented by the three dimensional object prior to spinning morphing to two dimensions. In the case of the embodiment of figure 1 there are potentially one, two, three or four pay lines namely : AAAQ, AKAQ AKS and ASAQ.

- 5 The columns and rows are created in a generally vertical or horizontal plane responsive to morphing from the three dimensional object. At the completion of morphing a player is presented with the figure 1 display. A random display of symbols icons, numbers or the like is compared to a predetermined pay or win table or data base to determine the outcome of said game.

10

According to the method aspect an electronic game is displayed on a screen of a slot machine, computer or the like. At least one object displayed in three dimensions will have at least two exposed faces each bearing game symbols, icons numbers or the like.

- 15 The player adopts the following steps.

- a) the player initiates play of a primary game,
b) the player may make a wager on an outcome of the game,
c) playing the game causes the three dimensional object to morph so that all faces of
20 the three dimensional object are displayed on the screen in two dimensions;
d) awarding a result according to a predetermined pay table.

- 25 According to a preferred embodiment, the rows and /or columns formed when the three dimensional object morphs are displayed in two dimensions and represent a developed view of the corresponding three dimensional object in the initial display.

- 30 At the conclusion of said spinning to form the rows and /or columns a player wager is compared to a predetermined pay or win table or data base and a payout is determined depending upon a comparison between the random symbol, icon or number or a combination of said symbols, numbers, icons, and the pay table to determine a game result.

According to a preferred embodiment a plurality of icons, symbols, numbers or the like, are displayed in a plurality of faces which collectively form a three dimensional object displayed on a screen. For example one 3D object might be a pentagon and another a cube. Each 3D object has the capacity to morph or develop into rows and columns in two dimensions wherein said rows and columns include one or more said symbols, icons, numbers, wherein each said icons, symbols, numbers in the rows or columns provide pay lines for a player.

10 According to a preferred embodiment, when a spin command is executed, each symbol, icon is initially provided on a three dimensional shape such as but not limited to a cube, polygon or the like and when a spin has completed each of the three dimensional shapes assume a two dimensional developed configuration displaying symbols on each face of the object.

15 A player may elect to play each row or all rows or row/ column combinations.

Although figure 1 shows a display having one horizontal row and one vertical column, it will be appreciated by those skilled in the art that a display of potentially any number of combined rows and columns can be employed with the only limitation being the size of the screen display and the nature of the three dimensional object required to produce the display.

Figure 2 shows a game screen display 4 comprising three rows 5, 6 and 7 and five columns, 8, 9, 10, 11 and 12 according to one embodiment of the invention. This provides a 3 x 5 grid for slot machines which could slide across all vertical columns to re evaluate pay possibilities. Game screen display 4 is characterized by the fact that rows 5, 6 and 7 may form pay lines. Typical pay lines would be AQAAA (including upper column element) , AQAAA, SSAAK, AQKAJ10 and AKAJ10 (including lower column element).

In addition to use on slot machines, the game may be adapted for personal computers via the internet or for individual play.

- 5 The primary object of the game is to match symbols on the display following a play with a pay or win table. Following a play, the player receives on the display a random fall of numbers or symbols which pay according to the pay table. According to one embodiment, the initial screen which is displayed to the player comprises a three dimensional object bearing symbols, icons and/or numbers arranged on the surfaces of the object. The
- 10 payout table may be based on a result which allows predetermined symbols and/or numbers to be displayed in any position on the face of the final two dimensional display and in any row or column.

- The number of symbols or numbers on the display will determine the statistical outcome
- 15 of the game and the number of like symbols or numbers of the same kind will determine the win and/or payout. Preferably the outcome of a game is entirely random.

- According to an alternative embodiment, the typical game may have an additional feature whereby a predetermined event during an initial play will trigger a second game state and
- 20 possibly a number of subsequent game states.

- The games may be adapted as a skills game for one or multiple players at the same or remote locations. Also the game may be adapted for multi hand displays. According to one embodiment there may be provided for instance, in a first screen display a first plurality of three dimensional symbols which either individually or collectively morph
- 25 into two dimensional developed view of each three dimensional symbol.

- It will be recognized by persons skilled in the art that numerous variations and modifications may be made to the invention as broadly described herein without departing from the spirit and scope of the invention.

30

Dated this 28th day of November 2003

MARIO CASTELLANI

By his Patent Attorneys

WALSH & ASSOCIATES

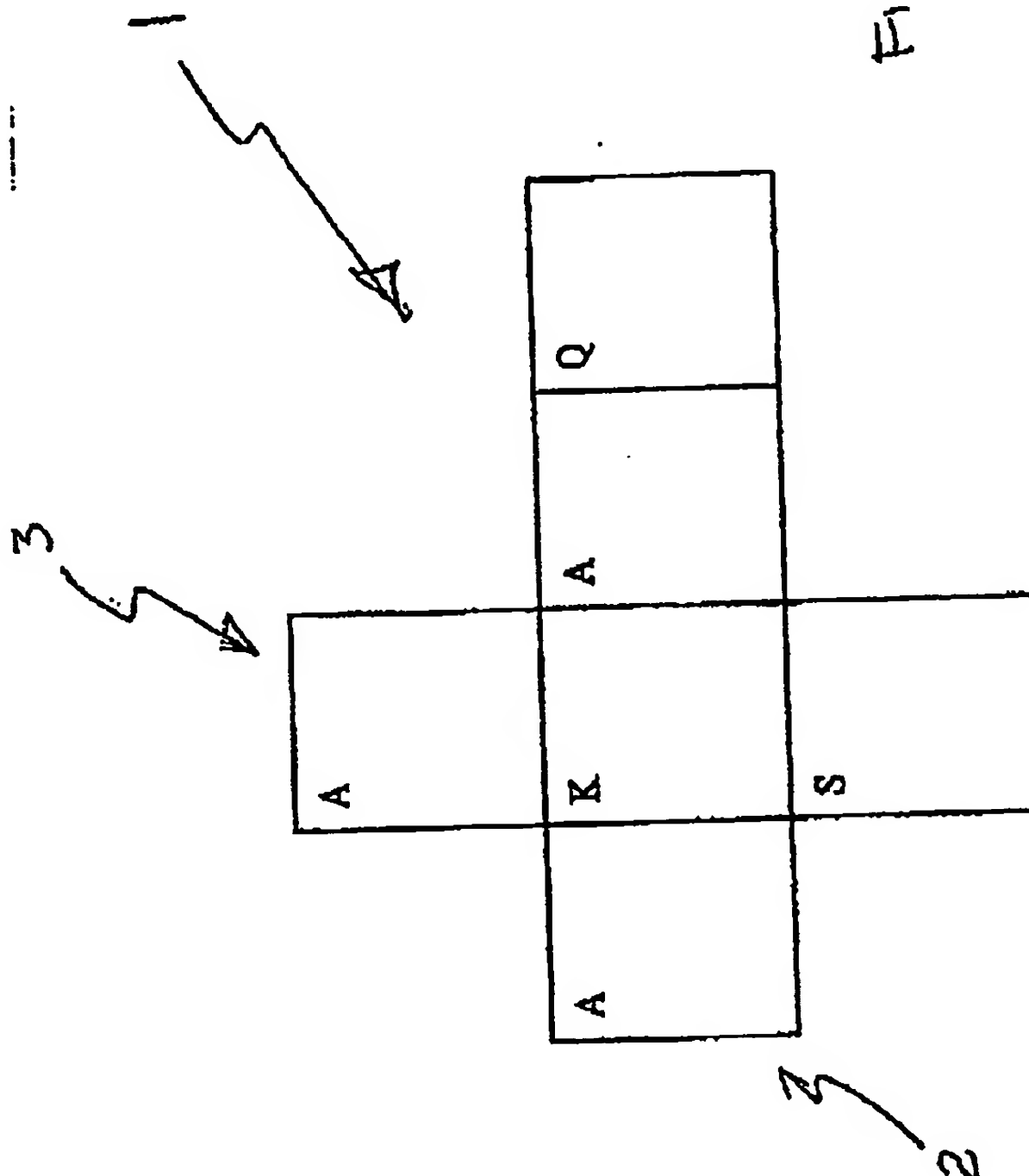
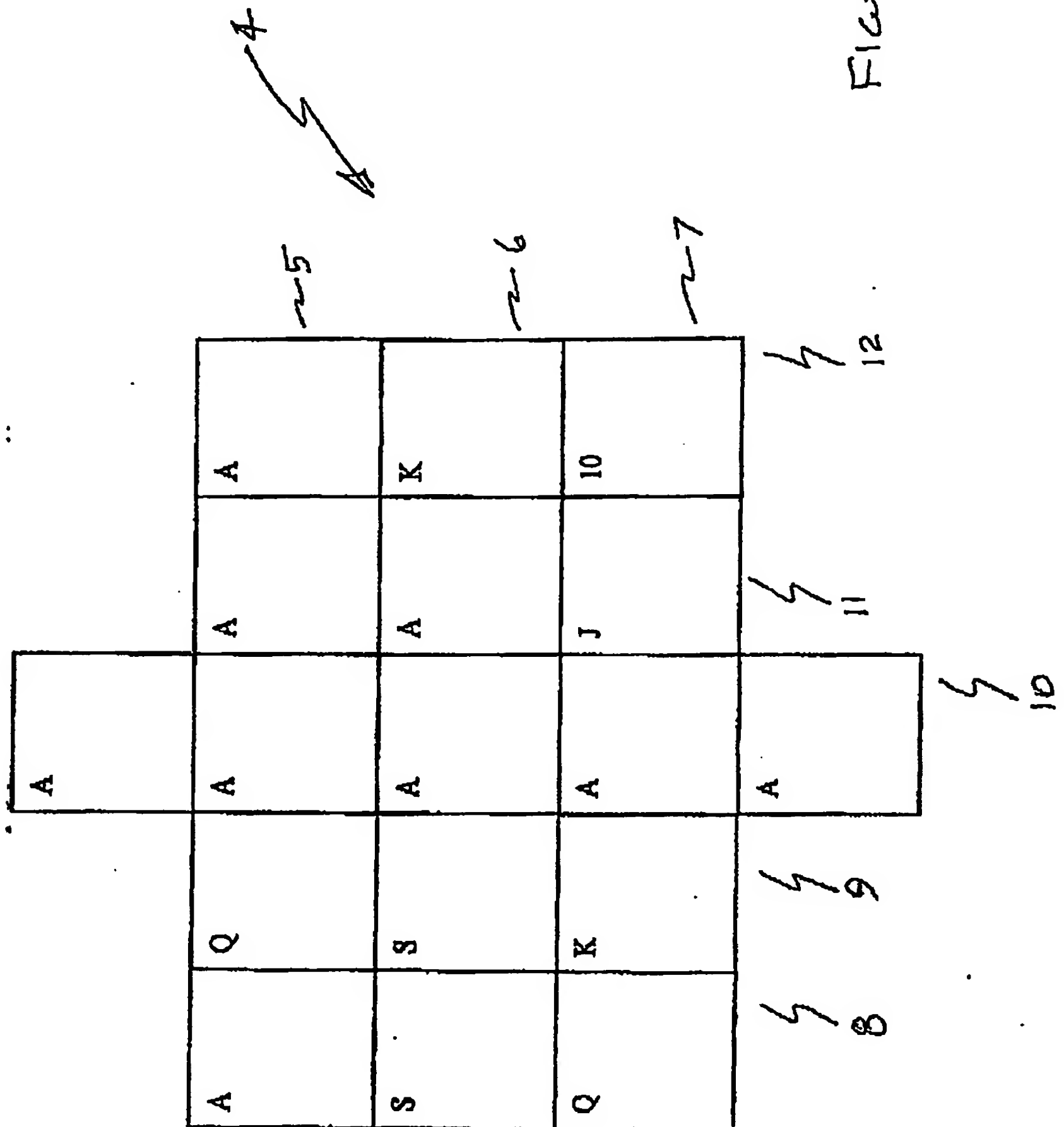


FIGURE 1

FIGURE 2



Document made available under the Patent Cooperation Treaty (PCT)

International application number: PCT/AU04/001649

International filing date: 28 November 2004 (28.11.2004)

Document type: Certified copy of priority document

Document details: Country/Office: AU
Number: 2003906568
Filing date: 28 November 2003 (28.11.2003)

Date of receipt at the International Bureau: 17 January 2005 (17.01.2005)

Remark: Priority document submitted or transmitted to the International Bureau in compliance with Rule 17.1(a) or (b)



World Intellectual Property Organization (WIPO) - Geneva, Switzerland
Organisation Mondiale de la Propriété Intellectuelle (OMPI) - Genève, Suisse

**This Page is Inserted by IFW Indexing and Scanning
Operations and is not part of the Official Record**

BEST AVAILABLE IMAGES

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images include but are not limited to the items checked:

- ☒ **BLACK BORDERS**
- ☐ **IMAGE CUT OFF AT TOP, BOTTOM OR SIDES**
- ☐ **FADED TEXT OR DRAWING**
- ☐ **BLURRED OR ILLEGIBLE TEXT OR DRAWING**
- ☐ **SKEWED/SLANTED IMAGES**
- ☐ **COLOR OR BLACK AND WHITE PHOTOGRAPHS**
- ☐ **GRAY SCALE DOCUMENTS**
- ☒ **LINES OR MARKS ON ORIGINAL DOCUMENT**
- ☐ **REFERENCE(S) OR EXHIBIT(S) SUBMITTED ARE POOR QUALITY**
- ☐ **OTHER:** _____

IMAGES ARE BEST AVAILABLE COPY.

As rescanning these documents will not correct the image problems checked, please do not report these problems to the IFW Image Problem Mailbox.